

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (currently amended): A gaming device comprising:

a display device;

an input device;

a plurality of player selectable positions ~~displayed~~ displayable by the display device; and

a processor ~~which communicates~~ operable with the display device and the input device to; ~~which~~

(a) display the positions,

(b) enables a player to select the positions in an order, which

(c) associates numbers with the positions based on the player's order of selection of the positions,

(d) display said numbers in association with said positions, wherein the numbers form a displayed value, and which

(e) determines an award to be provided to the player, wherein the award is based on a number of monetary units equal to ~~the order of the numbers~~ the value displayed by the display device associated with the positions.

Claim 2 (original): The gaming device of Claim 1, wherein the positions include at least a one's digit and a ten's digit for the award.

Claim 3 (currently amended): The gaming device of Claim 1, wherein the award displayed value is based on the order of at least three positions, wherein the numbers associated with two of said positions are combined by a mathematical operation.

Claim 4 (original): The gaming device of Claim 1, which includes an initial sequence controlled by the processor for determining how many positions the player is enabled to select.

Claim 5 (original): The gaming device of Claim 4, wherein the initial sequence includes a plurality of player selectable inputs and a number of positions associated with each selectable input.

Claim 6 (original): The gaming device of Claim 1, which includes a player selectable modify input which communicates with the processor, wherein activation of the modify input initiates an award modification method.

Claim 7 (original): The gaming device of Claim 6, wherein the award modification method is one of: an award rearrangement method; an award regeneration method; adding a digit to the award; subtracting a digit from an award; and an award multiplication method.

Claim 8 (original): The gaming device of Claim 6, wherein the award modification method is randomly selected to be one of: an award rearrangement method; an award regeneration method; adding a digit to the award; subtracting a digit from an award; and an award multiplication method.

Claim 9 (original): The gaming device of Claim 1, which includes at least one award modification method, and wherein the processor randomly determines if one of the award modification methods will be applied to the award.

Claim 10 (original): The gaming device of Claim 9, wherein the random determination is made after the player selects one of the positions.

Claim 11 (original): The gaming device of Claim 1, which includes a plurality of award modification methods, wherein the processor selects one of the award modification methods to apply to the award.

Claim 12 (currently amended): A gaming device comprising:

a display device;

an input device;

a plurality of masked numbers ~~displayed~~ displayable by the display device;

a processor ~~which communicates~~ operable with the display device and the input device to:

(a) enables a player to arrange at least two of the masked numbers in an order decided by the player; ~~and~~

(b) display the numbers in the order decided by the player, wherein the numbers form a displayed value;

(c) ~~an award determined by the processor and provided to the player, determine~~ an award, wherein the amount of the award is based on a number of monetary units equal to ~~the order~~ the displayed value of the masked numbers arranged by the player, and

(d) provide the award to the player.

Claim 13 (currently amended): The gaming device of Claim 12, wherein the numbers are digits ~~and of the award, and the displayed value is based on is a number of credits which is the order of the digits.~~

Claim 14 (original): The gaming device of Claim 12, which includes a plurality of award positions displayed by the display device, wherein the processor enables the player to arrange at least two of the masked numbers in the award positions.

Claim 15 (original): The gaming device of Claim 14, wherein the award positions include at least a one's digit and a ten's digit.

Claim 16 (original): The gaming device of Claim 14, which includes at least three masked numbers and wherein the award positions include at least a one's digit, a ten's digit and a hundred's digit.

Claim 17 (original): The gaming device of Claim 12, which includes a set of numbers stored in a memory device accessed by the processor, wherein the processor randomly generates the masked numbers from the set of numbers in the memory device.

Claim 18 (original): The gaming device of Claim 17, wherein each of the numbers of the set are unique.

Claim 19 (original): The gaming device of Claim 17, wherein at least two of the numbers of the set are the same.

Claim 20 (original): The gaming device of Claim 12, which includes an initial sequence controlled by the processor for determining how many masked numbers the player will arrange.

Claim 21 (original): The gaming device of Claim 20, wherein the initial sequence includes a plurality of player selectable inputs and a number of masked numbers associated with each selectable input.

Claim 22 (original): The gaming device of Claim 12, which includes a plurality of reels controlled by the processor, wherein said masked numbers are randomly generated by at least one of the reels.

Claim 23 (original): The gaming device of Claim 12, which includes a player selectable keep input which communicates with the processor, wherein activation of the keep input by the player causes the processor to transfer the award provided to the player to a credit meter controlled by the processor.

Claim 24 (original): The gaming device of Claim 12, which includes a player selectable modify input which communicates with the processor, wherein activation of the modify input initiates an award modification method.

Claim 25 (original): The gaming device of Claim 24, wherein the award modification method is one of: an award rearrangement method; an award regeneration method; adding a digit to the award; subtracting a digit from an award; and an award multiplication method.

Claim 26 (original): The gaming device of Claim 24, wherein the award modification method is randomly selected to be one of: an award rearrangement method; an award regeneration method; adding a digit to the award; subtracting a digit from an award; and an award multiplication method.

Claim 27 (original): The gaming device of Claim 12, which includes at least one award modification method, and wherein the processor randomly determines if one of the award modification methods will be applied to the award.

Claim 28 (original): The gaming device of Claim 27, wherein the processor makes the random determination when the player arranges one of the masked numbers.

Claim 29 (original): The gaming device of Claim 12, wherein the award is based on the order of at least three positions, wherein two of the masked numbers are combined by a mathematical operation.

Claim 30 (currently amended): A gaming device comprising:
a display device;
an input device;
a plurality of positions;
a plurality of selections ~~displayed~~ displayable by the display device; and
a processor ~~which communicates~~ operable with the display device and the input
device, which to:

- (a) display the positions,
- (b) associates ~~associate~~ a plurality of numbers with the selections,
which
- (c) enables ~~enable~~ a player to associate the selections with the
positions, ~~which causes the display device to~~
- (d) display the numbers of the selections associated in association with
the positions, wherein the numbers form a displayed value, and ~~which~~
- (e) provides ~~provide~~ an award to the player, wherein the award is
based on a number of monetary units equal to ~~the order of the numbers~~ the
displayed value associated with the positions.

Claim 31 (original): The gaming device of Claim 30, which includes three
positions.

Claim 32 (original): The gaming device of Claim 30, wherein the award includes
each of the selections displayed by the display device.

Claim 33 (original): The gaming device of Claim 30, wherein the award includes a different number of selections than the plurality of selections displayed by the display device.

Claim 34 (original): The gaming device of Claim 30, wherein the plurality of positions are displayed by the display device before the player associates the selections with the positions.

Claim 35 (original): The gaming device of Claim 30, which includes an initial sequence controlled by the processor for determining how many selections the player will associate with the positions.

Claim 36 (original): The gaming device of Claim 35, wherein the initial sequence includes a plurality of player selectable inputs in communication with the processor and a number of selections associated with each selectable input.

Claim 37 (original): The gaming device of Claim 30, which includes a plurality of reels controlled by the processor, wherein said selections are randomly generated by at least one of the reels.

Claim 38 (original): The gaming device of Claim 30, which includes a player selectable keep input which communicates with the processor, wherein activation of the keep input by the player causes the processor to transfer the award provided to the player to a credit meter controlled by the processor.

Claim 39 (original): The gaming device of Claim 30, which includes a player selectable modify input which communicates with the processor, wherein activation of the modify input initiates an award modification method.

Claim 40 (original): The gaming device of Claim 39, wherein the award modification method is one of: an award rearrangement method; an award regeneration method; adding a digit to the award; subtracting a digit from an award; and an award multiplication method.

Claim 41 (original): The gaming device of Claim 39, wherein the award modification method is randomly selected to be one of: an award rearrangement method; an award regeneration method; adding a digit to the award; subtracting a digit from an award; and an award multiplication method.

Claim 42 (currently amended): A gaming device comprising:

a display device;

an input device;

a processor ~~which communicates~~operable with the display device and the input device;

a plurality of selections ~~displayed~~displayable by the display device; and

a selection orderer ~~which communicates~~operable with the processor ~~and to enables~~
enable the player to select ~~and order~~ at least two selections and order said selections
within digit positions ~~to form~~ of an award, wherein the processor and the display
device reveals ~~reveal~~ the award by displaying a number associated with each selection
in the digit positions selected by the player, wherein the numbers in the digit positions
form a displayed value, and wherein the award is based on a number of monetary units
equal to the ~~order of the numbers~~ displayed value ~~associated with the selections.~~

Claim 43 (original): The gaming device of Claim 42, wherein the selection orderer is adapted to enable the player to rearrange an ordering of the selections a plurality of times before pressing a keep button displayed by the display device.

Claim 44 (currently amended): The gaming device of Claim 42, wherein the selection orderer includes a prompt to place a selection in a designated digit position.

Claim 45 (currently amended): The gaming device of Claim 42, wherein the selection orderer enables the player to press and drag a selection to a digit position.

Claim 46 (currently amended): The gaming device of Claim 42, wherein the selection orderer remembers a selection chosen by the player and places the selection in a digit position subsequently chosen by the player.

Claim 47 (currently amended): A gaming device comprising:
a display device;
an input device;
a plurality of selections ~~displayed~~ displayable by the display device; and
a processor ~~which communicates~~ operable with the display device and the input device, ~~which to associates~~ associate numbers with selections, and ~~which enables~~ enable a player to associate selections with a one's digit and a ten's digit of an award provided to the player, wherein the award is based on a number of monetary units equal to a value of the numbers associated with the one's digit and the ten's digit.

Claim 48 (currently amended): A gaming device comprising:

a display device;

an input device

a plurality of selections ~~displayed~~ displayable by the display device; and

a processor ~~which communicates~~ operable with the display device and the input device, ~~which to associates~~ associate numbers with selections, and ~~which enable to~~ enable a player to associate selections with a one's digit, a ten's digit and a hundred's digit of an award provided to the player, wherein the award is based on a number of monetary units equal to a value of the numbers associated with the one's digit, the ten's digit and the hundred's digit.

Claim 49 (currently amended): A gaming device comprising:

an initial determination of a number of possible digits ~~for of a player's~~ an award provided to a player;

a display device;

an input device;

a plurality of selections ~~displayed~~ displayable by the display device; and

a processor ~~which communicates~~ operable with the display device and the input device, ~~which to associates~~ associate numbers with the selections, and ~~which to enables~~ enable the player to associate the selections with the number of possible digits of the award provided by the initial determination to form ~~an~~ a value of the award provided to the player, wherein the amount of the award is based on a number of monetary units equal to ~~the order~~ the value of the digits award.

Claim 50 (original): The gaming device of Claim 49, wherein the initial determination includes a plurality of player selectable inputs displayed by the display device, wherein a selection of a particular input provides a number of possible digits associated with the input.